

# Nilesh Krishnan

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A1/404, Indralok, Swami Dev Prakash Gardens, Ambarnath, Maharashtra, India - 421501

## SKILLS/LANGUAGES

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- C/C++
- C#
- Unreal Engine 4
- Unity
- Platforms - PS4, Xbox One, Switch

## WORK EXPERIENCE

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Sumo Video Games Private Limited

July 2016 — Present

Game Programmer

### Projects :

- **Dead Island 2 (1 Year 2 months)** **(Unreal Engine – C++)**  
**Target Platforms – PC, PS4, XBox One**
  - Responsible for developing the game's economy and loot system, and associated editor tools.
  - Developed the system to handle 2D contextual UI in 3D world space, along with networking support.
  - Improved Unreal Engine's Animation System to allow tagging keyframes.
  - Wrote an editor script to replace/remove all references to a variable or a function call in blueprints.
  - Contributed to the development of a debug visualizer tool that could be easily plugged into any game system.
  - Improved the UI code architecture to reduce the UI memory footprint.
  - Developed the game's framework to handle mouse inputs in a UI screen
- **Human Fall Flat (2 months)** **(Unity – C#)**  
**Target Platforms – PS4, XBox One, Switch**
  - Lead the development team in the Indian studio.
  - Developed a library that handled platform specific functionality for Input, Save System, Achievements, Users and Game Events.
  - Wrote the game's voice chat system for PS4.

- **Snake Pass (1 month)** **(Unreal Engine – C++)**

**Target Platforms – PS4, Switch**

- Worked on creating a localised Japanese build for the game.
- Responsible for managing the build machine and delivering the builds on PS4 and Switch.
- Modified Unreal Engine's startup video player to support video specifications required by the publisher.

- **Team Sonic Racing (11 months)** **(Sumo Engine – C++)**

**Target Platforms – PC, PS4, Xbox One, Switch**

- Developed multiple racing game modes for the game.
- Wrote tools that were used by the design team to set up different types of skid mark effects for tires.
- Worked on surfaces that blends various car controlling effects as a racer moves between two surfaces.
- Added support for gamepad vibrations using Wwise for PS4, Xbox One and PC.
- Updated the engine's UI tools to add support for rendering 3D models to the UI.

- **Unannounced AAA Project (3 months – Current)** **(Unreal Engine – C++)**

**Target Platforms – Mac OS, iOS, Apple TV, PC, Switch**

- Working as part of the gameplay 3Cs team (Character, Camera, Controls).
- Responsible for developing and maintaining the entire camera and camera controls systems for the project.
- Working on creating tools to help designers set up cameras in the level and debug them.

PurpleTalk India Private Limited

Jan 2014 — Feb 2016

Game Programmer

**Projects :**

- **Ride 'em Rigby (3 months)** **(Unity – C#)**

**Target Platforms – Android, iOS**

- Optimized the existing game code in order to provide support for low end devices.
- Fixed a lot of bugs to ensure stable build.

- **Star Trek - Trexels (1 Year 7 months)** **(Unity – C#)**

**Target Platforms – Android, iOS**

- Developed the game AI and the exploration half of the gameplay.
- Created tools to help designers set up the in-game content.
- Wrote code for the game to communicate with the server and load game data.
- Optimized the game code to in order to support low end devices.
- Wrote the networking code for a post-release multiplayer update.

## EDUCATION

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Backstage Pass – Institute of Gaming and Technology

Aug 2011 — March 2015

*Bachelor of Technology –*

*Jawaharlal Nehru Technological University, Hyderabad*

**Projects :**

- **SAGE Engine** **(SFML Library – C++)**

**Target Platforms – Android, iOS**

- Wrote support to create, load and unload a scene in the engine.
- Added support for 2D skeletal mesh animation using Spine 2D.
- Added support for particle systems.
- Created a few test scenes that demonstrates the use of tile maps, spine animations, sprites and resource managers.